

Microsoft WMDRM Compliance Rules Summary Table

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	Platform Rules	Application Rules
Windows PC (receiving content & generating license)	<ul style="list-style-type: none"> • Applicable to MS Implementation • Prescribe how MS WMDRM implementation will enforce DRM controls applicable to: (i) recording & playback of WMDRM content on the Windows PC originally receiving the content and generating the license; (ii) copying of WMDRM content to WMDRM Portable/Storage Devices; and (iii) streaming of WMDRM content to connected WMDRM Network Devices • Concurrent streaming delivery of WMDRM content limited to a maximum of 10 proximate WMDRM Network Devices • Conducts TTL and RTT proximity detection to verify that streaming of WMDRM content is only to a WMDRM Network Device that is proximate • Copying of WMDRM content to a WMDRM Portable/Storage Device may only be done across a USB 1.0 or later interface 	<ul style="list-style-type: none"> • Applicable to third party applications using WMDRM implementation; MS applications will also comply • Prescribe how an application may record, play/render, output, transfer/copy/stream WMDRM content to connected storage or network device once the WMDRM implementation has authorized the action • Playback of decrypted WMDRM content does not allow compressed digital video outputs • Playback of decrypted WMDRM content originating as Marked Content requires HDCP on uncompressed digital video outputs • Recordings (e.g., onto the Windows PC's hard drive) of WMDRM content, including on removable media, are not usable except on the Windows PC originally receiving the content and generating the license
WMDRM Portable/Storage Devices	<ul style="list-style-type: none"> • Applicable to WMDRM implementations on portable/storage devices; MS implementations on these devices would also comply • Prescribes how WMDRM implementation on device enforces DRM controls governing recording and playback of WMDRM content • Copying of WMDRM content may only be done across a USB 1.0 or later interface • Networked streaming delivery of 	<ul style="list-style-type: none"> • Applicable to third-party applications running on portable/storage devices; MS implementations on these devices would also comply • Prescribes how application may record, play/render, and output (e.g., for display) WMDRM content once the WMDRM implementation has authorized the action • Playback of decrypted WMDRM content does not allow compressed digital video outputs

	authorized recordings of WMDRM content is not allowed	<ul style="list-style-type: none"> • Playback of decrypted WMDRM content originating as Marked Content requires HDCP on uncompressed digital video outputs • Recordings of WMDRM content, including on removable media, are not playable except on the WMDRM Portable/Storage Device that made the authorized recording
WMDRM Network Devices	<ul style="list-style-type: none"> • Applicable to WMDRM implementations on network devices; MS implementations on these devices would also comply • Prescribes how WMDRM implementation on device enforces DRM controls governing playback of streamed WMDRM content • Subsequent networked streaming delivery of received streams of WMDRM content is not allowed 	<ul style="list-style-type: none"> • Applicable to third-party applications running on network devices; MS implementations on these devices would also comply • Prescribes how application may play/render and output (e.g., for display) WMDRM content once the WMDRM implementation has authorized the action • Playback of decrypted, received streams of WMDRM content does not allow compressed digital video outputs • Playback of decrypted, received streams of WMDRM content originating as Marked Content requires HDCP on uncompressed digital video outputs • Recording of received streams of encrypted WMDRM content is not allowed (except for the temporary caching of up to but no more than 5 minutes of WMDRM content for the sole purpose of addressing network congestion and playback optimization)